

<b>Game</b>	<a href="#">Game of Threats</a>
<b>Game Type</b>	Multiplatform - (Mobile, Tablet, PC), Multiplayer
<b>Target Audience</b>	Businesses - Employees
<b>Description</b>	Employees are split into teams of attackers and defenders who work together to simulate scenarios of cyber attacks and appropriate responses
<b>Key Teachings / Findings</b>	<ul style="list-style-type: none"> <li>- Teaches people about cyber security trends and to understand the consequences of cyber attacks and what you can do to mitigate the impacts</li> <li>- Helps people understand the mindset of both attackers and defenders-</li> <li>- Prompts discussion with colleagues in teams to popularise cyber security readiness</li> </ul>
<b>Mechanics Identified</b>	<ul style="list-style-type: none"> <li>● Feedback / Guidance</li> <li>● Incentives / Rewards</li> <li>● Competition</li> </ul>

<b>Game</b>	<a href="#">Webonauts Internet Academy</a>
<b>Game Type</b>	Web Application Point and Click Side Scroller
<b>Target Audience</b>	Children (aged 7-12)
<b>Description</b>	Puts the player as an astronaut in which they can rank up their status by demonstrating smart and good behaviour
<b>Key Teachings / Findings</b>	Teaches children: <ul style="list-style-type: none"> <li>- How to be respectful online</li> <li>- How to protect themselves online</li> <li>- Looking for trustful website certificates</li> <li>- Establishing privacy settings on profile</li> <li>- Not giving out and using weak passwords</li> </ul>
<b>Mechanics Identified</b>	<ul style="list-style-type: none"> <li>● Avatar</li> <li>● Feedback / Guidance</li> <li>● Tips / Hints</li> <li>● Badges / Privileges</li> </ul>

<b>Game</b>	<a href="#">Targeted Attack</a>
<b>Game Type</b>	Web Application Point and Click
<b>Target Audience</b>	Businesses - Employees
<b>Description</b>	Targeted Attack places you as a CEO in a simulation of business growth and defence from cyber attacks
<b>Key Teachings / Findings</b>	Teaches employees: <ul style="list-style-type: none"> <li>- Smart and safe decision making</li> <li>- Threat level of different types of cyber attacks and how to mitigate them</li> </ul>
<b>Mechanics Identified</b>	<ul style="list-style-type: none"> <li>• Feedback / Guidance</li> <li>• Story</li> <li>• Challenge</li> </ul>

<b>Game</b>	<a href="#">Classcraft</a>
<b>Game Type</b>	Web Application, Point and Click, Multiplayer, Productivity - Management
<b>Target Audience</b>	School Students
<b>Description</b>	Classcraft incorporates gamification principles through the use of management software to set goals and challenges within a classroom and encourages teamwork between students
<b>Key Teachings / Findings</b>	Teaches employees: <ul style="list-style-type: none"> <li>- Smart and safe decision making</li> <li>- Threat level of different types of cyber attacks and how to mitigate them</li> </ul>
<b>Mechanics Identified</b>	<ul style="list-style-type: none"> <li>• Avatar</li> <li>• Leaderboard</li> <li>• Competition</li> <li>• Badges / Privileges,</li> <li>• Feedback / Guidance</li> <li>• Goals / Objectives</li> <li>• Incentive / Rewards</li> <li>• Point Systems</li> </ul>

<b>Game</b>	<a href="#">Cyber- security Lab</a>
<b>Game Type</b>	Web Application Point and Click
<b>Target Audience</b>	Businesses - Employees
<b>Description</b>	Allows the player to choose a business they'd like to start and require them to spend defence points in different areas of cyber defence
<b>Key Teachings / Findings</b>	Teaches children via minigames: <ul style="list-style-type: none"> <li>- how to spot phishing emails</li> <li>- how to construct strong passwords</li> <li>- Simple programming principles</li> </ul>
<b>Mechanics Identified</b>	<ul style="list-style-type: none"> <li>• Avatar</li> <li>• Achievements</li> <li>• Progress / Levels</li> <li>• Point System</li> <li>• Tips / Hints</li> <li>• Feedback / Guidance</li> </ul>

<b>Game</b>	<a href="#">Keep Tradition Secure</a>
<b>Game Type</b>	Web Application Point and Click
<b>Target Audience</b>	University Students
<b>Description</b>	You are a campus student trying to take down a fictional cyber criminal by making smart cyber security decisions
<b>Key Teachings / Findings</b>	Teaches students: <ul style="list-style-type: none"> <li>- Smart decision making on campus (using public networks vs campus VPN)</li> <li>- Quiz based</li> <li>- Gives out prizes for student participants</li> </ul>
<b>Mechanics Identified</b>	<ul style="list-style-type: none"> <li>• Tips / Hints</li> <li>• Feedback / Guidance</li> <li>• Rewards / Incentives</li> </ul>

<b>Game</b>	<a href="#">Hacknet</a>
<b>Game Type</b>	Downloadable, Single Player, Point and Click
<b>Target Audience</b>	Gamers
<b>Description</b>	Hacknet is a paid game (on Steam) which is a terminal-based hacking simulator
<b>Key Teachings / Findings</b>	Teaches player: <ul style="list-style-type: none"> <li>- How to navigate networks</li> <li>- Search for hidden files/folders</li> <li>- Authorisation bypass</li> <li>- Heavy use of terminal/linux commands in a tutorial environment</li> </ul>
<b>Mechanics Identified</b>	<ul style="list-style-type: none"> <li>● Story</li> <li>● Progress / Levels</li> <li>● Feedback / Guidance</li> <li>● Steam Achievements</li> </ul>

<b>Game</b>	<a href="#">Cyber Awareness Challenge</a>
<b>Game Type</b>	Downloadable Training Simulator
<b>Target Audience</b>	Businesses Employees
<b>Description</b>	Single Player simulation of everyday life within the workplace and how to behave safely and responsibly
<b>Key Teachings / Findings</b>	<ul style="list-style-type: none"> <li>- Teaches employees how to be safe in the workplace</li> <li>- Gives points for correct answers and guidance for both right and wrong answers</li> </ul>
<b>Mechanics Identified</b>	<ul style="list-style-type: none"> <li>● Tips / Hints</li> <li>● Feedback / Guidance</li> <li>● Story</li> <li>● Points System</li> </ul>

<b>Game</b>	<a href="#">Cyberland - Cyber Security Challenge</a>
<b>Game Type</b>	Web Application Point and Click
<b>Target Audience</b>	Children, Teenagers, Students (High school - University level)
<b>Description</b>	Cyber Security Challenge UK is an organisation which hosts a variety of mini games (Cyberland), competitions and networking between schools, universities, businesses and government institutes
<b>Key Teachings / Findings</b>	<p>Examples of minigames which teach:</p> <ul style="list-style-type: none"> <li>- Identifying phishing emails</li> <li>- Command line simulator</li> <li>- Firewall simulator (analyse incoming network activity and grant/deny requests)</li> <li>- Database simulator -(remove old accounts, sanitise personal information, check admin clearance)</li> <li>- Coffee shop network simulator (using unprotected networks vs VPN and shoulder surfing)</li> <li>- IoT home simulator - making sure all IoT devices have latest software update</li> <li>- Courthouse simulator - demonstrating cyber security laws and ethics</li> <li>- Cipher cracking simulator</li> <li>- Password strength making game</li> <li>- Data leak mystery solver</li> <li>- Malware simulator (demonstrates different types of malware/ransomware and they work)</li> </ul>
<b>Mechanics Identified</b>	<ul style="list-style-type: none"> <li>● Competition</li> <li>● Feedback / Guidance</li> <li>● Tips / Hints</li> <li>● Story</li> <li>● Goals / Objectives</li> </ul>